

Thank you for selecting the Pokémon™ Y game for the Nintendo 3DS™ system.

Please note that, for this manual, "Nintendo 3DS" refers to both Nintendo 3DS and Nintendo 3DS XL.

Please read this manual carefully before using the software. Please also read your Operations Manual for more details and tips to help you enjoy your playing experience.

⚠ IMPORTANT

Before using this software, read all content within the **Health and Safety Information** application on the HOME Menu.

To access this application, tap the  icon on the HOME Menu, and then tap **Open** and read the contents of each section carefully. When you are finished, press  **HOME** to return to the HOME Menu.

You should also thoroughly read your Operations Manual, including the "Health and Safety Information" section, before using this software.

⚠ CAUTION - STYLUS USE

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist, and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Information-Sharing Precautions

This software allows you to share information, such as your Trainer's name, Pokémon characters' nicknames, brief written messages, audio messages, and images and movies that you have created through local communication and online services. Please note the following when using this software:

- When sharing content with other users, do not upload/exchange/send any content that is illegal or offensive, or could infringe on the rights of others. Do not include personal information, and make sure you have obtained all necessary rights and permissions from third parties.
- ◆ Any content you upload/send may be redistributed by other users.

IMPORTANT

Your Nintendo 3DS system and this software are not designed for use with any unauthorized device or unlicensed accessory. Such use may be illegal, voids any warranty, and is a breach of your obligations under the User Agreement. Further, such use may lead to injury to yourself or others and may cause performance issues and/or damage to your Nintendo 3DS system and related services. Nintendo (as well as any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of such device or unlicensed accessory. Except as authorized, copying of any Nintendo software is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized.

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CTR-P-EK2A-USZ-00

This game is Pokémon Y. The story differs slightly in Pokémon X and Pokémon Y, as do the types and likelihood of Pokémon appearing. However, you can use communication features, battle, and trade Pokémon between Pokémon X and Pokémon Y.

- ◆ Some of this game's features work together with the time settings on your Nintendo 3DS system. If you change your Nintendo 3DS system or SD Card or if you change the time or calendar settings on your Nintendo 3DS system, you may temporarily lose access to these features.
- ◆ If you change Nintendo 3DS systems or SD Cards, the data for your Friends and Acquaintances on the Player Search System (page 11) will change.
- ◆ This game does not support communications with previous Nintendo DS™ Pokémon games or other Pokémon games. It is not made to work with any peripheral accessories.

This software supports the Nintendo Network™.

Nintendo 3DS Local Play and Internet communications enable you to use the Player Search System (PSS) to battle, trade, and interact with other players (page 11) and to access the Pokémon-Amie feature, in which you play with your Pokémon (page 27). Using StreetPass™ and SpotPass™ communications also allows you to receive notifications via your Holo Caster (page 21).

- ◆ Your Global Trade Station (GTS) or Battle Videos data may be erased without warning.

About Nintendo Network



Nintendo Network is the name of Nintendo's network service that enables users to enjoy games and other content via the Internet. It provides access to a wide range of network services, including the ability to play games with people around the world, purchase and download games/content, and exchange images and messages.

Protecting Your Privacy

- To protect your privacy, do not give out personal information, such as last name, phone number, birth date, age, school, e-mail, or home address when communicating with others.
- Friend codes are a part of a system that allows you to play with people you know. If you exchange friend codes with strangers, there is a risk you could share information with people you do not know or exchange messages that contain offensive language. We therefore recommend that you do not give your friend codes to people you don't know.

A Note to Parents and Guardians:

You can configure the system's Parental Controls settings to restrict your child's ability to interact online, interact via the StreetPass feature, register friends, and share images, audio, video, and long text data.

For details on how to configure Parental Controls settings, please refer to the system's Operations Manual. Additionally, in accordance with the child online privacy protection laws of some countries, if your child is under a certain age, you are required to give parental consent before they can use features that allow them to share their personal information online.

4 Parental Controls

You can restrict use of the following features by adjusting the options in Parental Controls.

- ◆ Refer to your Operations Manual for information on how to set up Parental Controls.
- Internet Browser
You can restrict your child's ability to open the Internet browser.
- Sharing Images/Audio/Video/Long Text Data
You can restrict your child's ability to send data as part of their profile, including sending images and photos (page 24), and disable Game Chat (p. 18).
- Online Interaction
You can also restrict your child's ability to use the Internet for communication on the Player Search System (page 11).
- StreetPass
You can restrict your child's use of StreetPass for the Holo Caster feature (page 21).
- Friend Registration
You can restrict your child's ability to register other players as Friends within the Player Search System (page 11).
- ◆ Access to this game (as well as other games) can also be restricted through the Software Rating item in Parental Controls.



Starting the Game

Begin by selecting your preferred language, and then continue to the title screen. You cannot switch languages after creating a saved-game file, unless you erase the game and start over.



Press **START** on the title screen, and the game will begin. If you have already made a save in-game, you can continue from where you left off by selecting your save on the title menu.



How to Play

Basic Controls

Move cursor	/+
Make a selection	
Scroll through text	
Cancel an action	

Character Controls

Walk	
Run	+
Use Roller Skates*	
Examine things	
Talk to people	

* When you do not have Roller Skates or cannot use them in a given location, you will walk as usual.

Other Controls

Open and close the field menu	
Return to previous screen	Press or tap
Display the Ready-button menu**	
Select an item from the Ready-button menu	/+
Flip through screens on the lower screen	Press / or tap /

** If you only have one item registered to your Ready button, you will automatically use it without needing to select an item.

If you press at a photo spot, Phil the Photo Guy arrives, and you can take photos in the game. When playing this game, you may have to move the Nintendo 3DS system around. Make sure you have enough room before playing, and hold the system firmly with both hands while playing. Do not move the system with excessive force, as this could cause injuries, damage to the product, or damage to nearby objects.

While you are engaged in wireless communication with another player or a server, closing the system will not put it into Sleep Mode.



Saving Your Game

If you select SAVE on the field menu (p. 8), you will be able to save your adventure up to that point.

- ◆ **You can only keep one saved-game file.**
- ◆ Extra data saved to your SD Card from both Pokémon X and Pokémon Y—such as Battle Videos and notices received on your Holo Caster (SpotPass)—will be saved together.

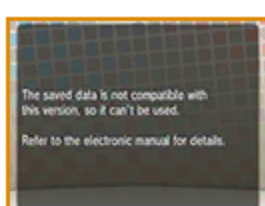


Erasing Your Game

If you wish to start again from the beginning, you will first have to erase your saved-game file. When you wish to completely erase your saved data, press + + B + X simultaneously from the title screen.

- ◆ **Once your saved-game file is erased, it cannot be recovered. All of your Pokémon and items will be lost. Be very sure you understand the implications before erasing your game.**

When Saving Fails



If you cannot save your game, you will not be able to return to the title screen. When you see the above screen, press + + B + X simultaneously, and follow the directions that appear on-screen.

- Data can be lost due to user action, such as repeatedly powering off and on the system or removing a Game Card or SD Card while saving. Data loss may also be caused by poor connectivity due to dirt or dust in the system's ports. Please be aware that in these cases data cannot be restored.

Notes Regarding the Downloadable Version:

You can copy or move your data to a different SD Card, but you cannot use such data as a backup of your save data.



This world is inhabited by mysterious creatures known as Pokémon. The appearances and forms of these Pokémon and the habitats they live in are all very different. We humans live together with our Pokémon every single day, but there is still so much that we do not understand about them. Many scholars around the world research them, including the Kalos region's Professor Augustine Sycamore.

Embarking on Your Adventure

One fine day, you and your new friends receive your first Pokémon and set out on a grand adventure. These Pokémon are entrusted to you by Professor Sycamore. He is counting on all of you to complete the Pokédex and to unravel a certain mystery regarding Pokémon in the Kalos region. Your story is about to begin, with your partner Pokémon by your side!

Journey through Kalos



You will travel with your Pokémon through the expansive Kalos region, a place graced with beautiful skies and rich forests, abundant in nature's bounty. As you encounter other people and interact with the natural world, you and your Pokémon will both grow. That is the real purpose of your journey!

Meet Different Pokémon

By encountering and catching many different types of Pokémon, you can fill your Pokédex with data and learn more about them. This is one of the biggest challenges on your journey!

Become the Strongest Trainer

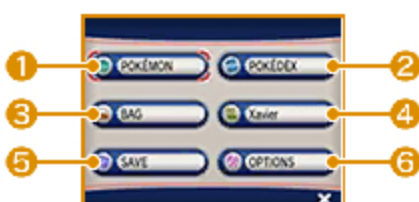
It is important for a Pokémon Trainer to improve his or her skills. By battling against wild Pokémon and other Trainers, your Pokémon will gain experience and become stronger. In the Kalos region, you can challenge Pokémon Gyms to test your strength against that of others. Defeat the powerful Gym Leaders within them, and work hard to become the strongest Trainer you can be!



The Field Menu

If you press **X** while in the field, the screen below will be displayed.

◆ More options will appear on this screen as you progress through your adventure.



1 POKÉMON

View information about the Pokémon in your party, change their order, give them items, and more. If you learn moves that can be used in the field (like Cut), you may also use them from here.

2 POKÉDEX

Data about the Pokémon you see or capture is recorded in your Pokédex™. Here you can read a description of the Pokémon, view its Habitat, listen to its cry, and more.

3 BAG



View your items and use them from here. You can also change the order in which your Pockets appear by holding the stylus down on an icon and moving it. You can also change the order of your items within each Pocket by pressing **Y** at the bottom of the screen.

4 Trainer's Info

View information about your adventure, and view the Gym Badges you have won. You can zoom and rotate your player character by moving **Y**.

5 SAVE

Save your progress up to the current point (page 6).

6 OPTIONS



Change a variety of settings that affect your game experience. When you have finished making changes, select CONFIRM.



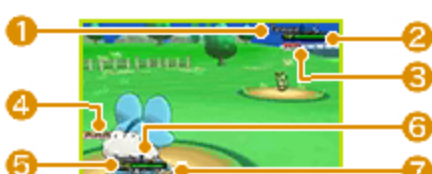
Default View of the Lower Screen



You can switch between screens on the lower screen while moving about the Kalos region. Touching the arrows on the top of the screen will allow you to move between the Player Search System (page 11), Pokémon-Amie (page 27), and Super Training (page 28).

Understanding the Battle Screen

When a battle starts, the Pokémon shown on the top left of the Pokémon screen in the field menu will appear first. All of the Pokémon who take part in a battle—and are not fainted when it ends—can gain Experience Points if you win the battle or successfully capture the opposing Pokémon. However, if all of your Pokémon faint, you'll lose the battle, forfeit some of your money, and be returned to either the last Pokémon Center you used or your home.



① Name, Gender, and Level of Opposing Pokémon

Wild Pokémon that you have previously captured are marked with Ⓢ beside their names.

② Opposing Pokémon's HP

HP is the measurement of a Pokémon's health. When it reaches 0, the Pokémon faints and can no longer do battle.

③ Number of Opposing Pokémon

④ Number of Your Party Pokémon

⑤ Your Pokémon's HP

⑥ Name, Gender, and Level of Your Pokémon

⑦ Experience Points Gauge

When the gauge is filled up, your Pokémon gains a level.



⑧ FIGHT

Direct your Pokémon to use their moves. The number of times you can use a given move is listed as Power Points (PP). When a move's PP reaches 0, it cannot be used again until its PP is restored.

⑨ BAG

Use the items you have in your Bag.

⑩ RUN

Flee from a battle. Attempting to run away does not always succeed, and you cannot run from a battle against another Trainer.

⑪ POKÉMON

Check information about your party Pokémon, and switch them in and out of battle.

There are all kinds of different facilities and buildings in the Kalos region, and many people live here. Take your time as you travel around, and talk to many different people. You may just learn some very useful information!

Pokémon Centers



At Pokémon Centers, you can restore your Pokémon to full health, use the PC, change clothes, and more.

Poké Marts

These are shops located in Pokémon Centers. They sell many items that will aid you on your adventure.

Boutiques and Salon



You may find boutiques and a hair salon along your journey. You can buy items like clothing and hats at boutiques. You can change then and there, or you can always change in the fitting rooms in Pokémon Centers. At the salon, you can have your hair styled and colored.

The Player Search System (PSS) is a system that helps you find other players who are playing Pokémon X or Pokémon Y at the same time and allows you to play together. Local wireless connects you to nearby players, while your Internet connection lets you see players from around the world.

The PSS screen is displayed on your lower screen during the game.

Tap a player appearing on your PSS screen to see the different ways that you can play with that person.

- ◆ When you are using the PSS, any StreetPass functions (page 21) registered to your Nintendo 3DS system will not be carried out.

The PSS Screen



1 Friends

People registered on your Nintendo 3DS system's friend list appear here. You can also register people who were not previously on your system's friend list or whom you do not know in real life. You do this by battling and trading multiple times with someone, until eventually you will be asked if you wish to register that person as a Friend. The ability to register Friends this way can be restricted using Parental Controls (page 4).

2 Acquaintances

People whom you have not registered on your Nintendo 3DS system's friend list but have traded or battled with at least once are displayed here.

3 Passersby

Any players that do not fit into the above two categories are displayed here.

- ◆ Up to 100 player icons can be displayed. Touch a player icon and slide to the right or left to display more people on your screen.

4 Changing Connectivity

You can switch between using local wireless and your Internet connection. When you are using local wireless, you will see the  icon, and when you are using your Internet connection, you will see the  icon.

5 PSS Menu (page 12)

6 Status Icon

These icons appear when a person is busy battling or trading, or when a person is seeking a partner to play with.

-  Battle
-  Trade
-  Game Chat
-  Trainer PR Video
-  Shout-Out
-  Birthday
-  Busy*

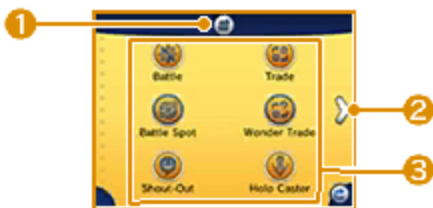
* The Busy icon appears when someone is using Battle Spot, the GTS, or Wonder Trade.

7 Bag and Other Icons

Tapping these small icons will open the similar screens from the field menu (page 8).

12 The PSS Menu

Tap  on the PSS screen to open the PSS menu.



1 Return to the PSS Screen

2 Move to Next Screen

3 Icons

Each icon you tap accesses a different way to play. Discover what each does on the pages below:

- Link Battle (page 14)
- Battle Spot (page 16)
- Favorites List (page 24)
- Game Sync (page 23)
- GTS (page 22)
- Holo Caster (page 21)
- O-Power (page 20)
- Profile (page 24)
- PSS Settings (page 13)
- Shout-Out (page 24)
- Link Trade (page 15)
- Wonder Trade (page 17)

Communication-Request Settings



You can set whether you would like to play with Friends, Acquaintances, or Passersby. By removing the check from beside any of these categories, you will become unable to communicate with players from that category.

- ◆ You cannot block communications from only one specific or several specific players.

Disable PSS Communication

You can disable all communications for the PSS from here.

Trainer PR Video

You can choose whether to make your Trainer PR Video (page 19) public or private. When you set your video to public, other players who wish to view your video can send you a request to see it. You may shoot your own Trainer PR Video at the studio once you have reached a certain point in your adventure.

Game Chat

You can choose whether to enable or disable Game Chat (page 18).

You can battle against other players using the PSS. Use local wireless to battle people nearby, or use your Internet connection to battle people from far away.

Before you begin, please read Getting Ready (Local Play) (page 25) for Local Play or Getting Ready (Internet) (page 26) if you will be using an Internet connection.



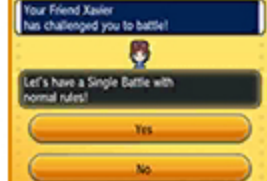
Select a Player Icon from the PSS Screen to Battle

Local Wireless (Local Play) /

Online Battles (Internet)



- 1 Select the opponent you wish to battle, and on the next page, select Battle, then Confirm, and finally Yes.



- 2 The player that you have challenged to battle should select Yes and review the battle format and rules. When both parties are ready, select Battle, Start! After picking your Pokémon for the battle, select Confirm.



Select Battle from the PSS Menu



Infrared (Local Play)

Battle with Someone Nearby

- 1 Both parties should select Battle from the PSS menu, then Battle with Someone Nearby. Next, one person must select the battle rules. The other person will confirm the rules, then press Yes.
- 2 Both parties should select Battle, Start! After picking your Pokémon for the battle, select Confirm.

Local Wireless (Local Play)

Battle with Someone in the Area (Local Connection)

- 1 Select Battle from the PSS menu and then Battle with Someone in the Area, and finally Confirm.
- 2 Select the opponent you wish to battle from the PSS screen. That player should select Yes. Next, follow the same steps as when using an infrared connection.

Internet (Internet)

Battle with Someone Far Away (Internet)

- 1 Select Battle from the PSS menu and then Battle with Someone Far Away.
- 2 Select the opponent you wish to battle from the PSS screen. The challenged player should select Yes. The process after that is the same as when using the infrared connection.

When using Local Play or an Internet connection, you can invite Friends and Acquaintances to battle with you.

- ◆ As you make your way through the game and enter the Hall of Fame, you will be able to get a Vs. Recorder. Using this Vs. Recorder, you can record your battles after they end. If you upload your battles using the Vs. Recorder, you can share them via the Internet with players around the world who also have Vs. Recorders.

You can trade Pokémon with other players using the PSS. Use your infrared connection to trade with people in front of you, use local wireless to trade with people in the area, or use your Internet connection to trade with people far away. Before you begin, read *Getting Ready (Local Play)* (page 25) or *Getting Ready (Internet)* (page 26).

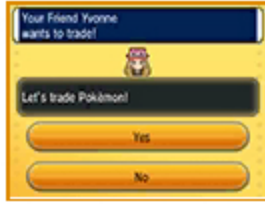


Select a Player Icon from the PSS Screen to Trade

Local Wireless (Local Play) / Internet (Internet)



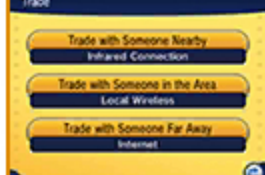
- 1 Select the player you wish to trade with. On the next page, select Trade and then Yes.



- 2 The player that you have asked to trade with should select Yes. Then both of you must select a Pokémon to put forward for trade and select Show. After checking if the Pokémon you will trade for is one you want, select Offer.



Select Trade from the PSS Menu



Infrared Connection (Local Play)

Trade with Someone Nearby

- 1 Both parties should select Trade from the PSS menu and then Trade with Someone Nearby.
- 2 Next, choose the Pokémon you would like to trade with and select Show. After checking the Pokémon you will trade for, select Offer.

Local Wireless (Local Play)

Trade with Someone in the Area

- 1 Select Trade from the PSS menu and then Trade with Someone in the Area.
- 2 Select the player you wish to trade with. That player should select Yes. After that point, the steps are the same as when using the infrared connection.

Internet (Internet)

Trade with Someone Far Away

- 1 Select Trade from the PSS menu and then Trade with Someone Far Away.
- 2 Select Yes on the screen that appears. Select the player you wish to trade with. That player should select Yes. The process after that point is the same as when using the infrared connection.

When using Local Play or an Internet connection, you can invite any available Friends and Acquaintances to trade with you.



Battle Spot (Internet)

With Battle Spot, you can use your Internet connection to battle people from around the world.

Random Matchup

Free Battle

You can battle with different people from around the world. Your wins and losses will not be recorded.

Rating Battle

The results of your battles will lower or raise your rating. You can check the rankings of players within a certain period on the Pokémon Global Link (PGL) (page 23).

Rankings are decided by your rating, so keep on winning Rating Battles to achieve a high rank.

Online Competition

Online Competitions are carried out using your Internet connection. The rankings from these battle competitions can be viewed on the PGL. Rankings are decided by your rating, so keep playing in Online Competitions to achieve a high rank!

- ◆ Only players who have registered their Game Sync ID on the PGL can take part in Rating Battles and Online Competitions. Visit the PGL website to view rankings and battle results, as well as to enter Online Competitions. For more information, visit the PGL website at <http://www.pokemon-gl.com>.
- ◆ Please be aware that service can be suspended without warning.

17 Wonder Trade



Wonder Trade (Internet)

Select one of your own Pokémon to put forth as a trade, and it will be whisked away to be traded with the Pokémon of someone else out in the world. There are no settings with this trade, so the Pokémon you receive in return is a total mystery. Look forward to finding out what you got!

Game Chat allows you to talk with Friends while battling or trading. Please do not use this feature in any way that will make others feel uncomfortable or bad.

Before you begin, read Getting Ready (Local Play) (page 25) or Getting Ready (Internet) (page 26).



Game Chat (Local Play) / (Internet)

- 1 From the PSS screen, first choose a Friend and then select Game Chat. If the other party selects Yes, Game Chat will begin.
- 2 Please speak toward your Nintendo 3DS system's microphone.

You can turn Game Chat on or off by selecting Enable Game Chat or Disable Game Chat in the PSS Settings (page 13).

When Game Chat is enabled, you can talk with a Friend while you battle or trade.

Your Trainer PR Video is a 10-second-long video clip that you can use to show off what kind of player you are.

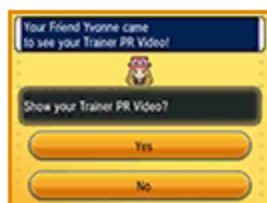
You will be able to shoot your own Trainer PR Video once you have reached a certain point in your adventure.

◆ For others to see your Trainer PR Video, you must set it to public in the PSS Settings (page 13).

Before you begin, read Getting Ready (Local Play) (page 25) or Getting Ready (Internet) (page 26).



Trainer PR Video (Local Play) /(Internet) 



From the PSS screen, first choose a Friend and then select Trainer PR Video. If the other party agrees to share his or her video by selecting Yes, his or her Trainer PR Video will begin.

Store up energy, and use it to grant mysterious powers (O-Powers) to yourself and to other players. O-Powers come with all sorts of different effects—like making Pokémon easier to catch, for example. The energy you use up returns over time.

- ◆ You can increase the number of O-Powers available as you progress through the game.

Before you begin, please read Getting Ready (Local Play) (page 25) or Getting Ready (Internet) (page 26).

Use O-Powers by Selecting the Icon from the PSS Screen

Local Wireless (Local Play)  / Internet (Internet) 



Select the person you want to use an O-Power on from the PSS screen. Select the O-Power you want to use on the next screen.



When you have decided which O-Power you would like to use, select Give.



From the PSS screen, you can also receive O-Powers that others are offering to you. A person who is using their O-Power will be surrounded by a glowing light. Select a glowing character, and then select O-Power and finally Receive an O-Power! You will gain the benefits of that O-Power.

Using O-Powers from the PSS Menu

Local Wireless (Local Play)  / Internet (Internet) 



Select O-Power from the PSS menu screen. When you have decided which O-Power you would like, select Use or Give.

Your Holo Caster works with both SpotPass and StreetPass, receiving different services from each.

Holo Caster (SpotPass)

This software supports the automatic download of updates and other data via an Internet connection.

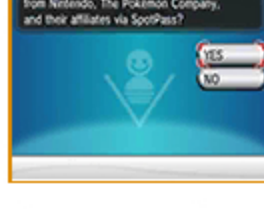
SpotPass works both while you are playing the game and while your Nintendo 3DS system is in Sleep Mode. If your wireless connection is on, it will automatically search out wireless LAN access points that you have previously set up, connect to them, and receive game-related notifications (including announcements and advertisements).

◆ Data received through SpotPass is saved on SD Cards. As a result, it is recommended that you keep an SD Card inserted in your system at all times.

◆ Before you can use SpotPass, you must first accept the Nintendo 3DS Service User Agreement and set up an Internet connection.

Activating SpotPass

How-To



Tap Holo Caster on the PSS menu screen, then Activate SpotPass, and finally Yes.

Deactivating SpotPass

How-To

Tap Holo Caster on the PSS menu screen, and then select Deactivate SpotPass and then Yes.

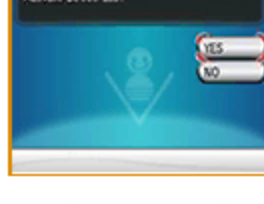
Holo Caster (StreetPass)

This software uses StreetPass (local wireless communication) for exchanging game data (such as your Trainer name, ID, and region), even if your system is in Sleep Mode. You will see how many people you have passed and other information.

To communicate using this feature, all players must activate StreetPass for this software.

Activating StreetPass

How-To



Select Holo Caster on the PSS menu screen. When you are asked if you would like to register for StreetPass, select Yes.

Deactivating StreetPass

How-To

To deactivate StreetPass, open System Settings, select Data Management, and then select StreetPass Management.

Tap the icon for Pokémon, and then select Deactivate StreetPass.

If you are playing both Pokémon X and Pokémon Y:

Your StreetPass settings are shared between Pokémon X and Pokémon Y, so if you are playing both games on the same system, the most recent settings you applied will affect both games. You will receive data from StreetPass into only one game at a time. It will not be downloaded to both games.

GTS (Internet) 

Seek Pokémon

Search for the Pokémon you want among the Pokémon other people are offering on the GTS. When you find a Pokémon that fulfills your desired conditions, select one of your Pokémon that will fulfill the other party's desired conditions and trade them.

Deposit Pokémon

Deposit Pokémon that you wish to trade away. You can enter conditions for the Pokémon that you wish to receive in return, and, when you find a trade partner, your Pokémon will be traded. If the trade fails, you can take your Pokémon back by selecting Take back.

- ◆ The nickname of any Pokémon deposited on the GTS will be visible to everyone who accesses the GTS. The name of the person who deposited it (your Trainer name) and any brief message sent with the Pokémon will also be visible.



Game Sync (Internet)



Game Sync connects your game to the Pokémon Global Link (PGL). The PGL website connects with Pokémon X and Pokémon Y. See <http://www.pokemon-gl.com> for more information about the PGL website.

You must become a Pokémon Trainer Club member (no registration fee or annual membership fee required) to use the Pokémon Global Link. You can register for the Pokémon Trainer Club from the main page of the PGL website.

- The Pokémon Global Link (PGL)
- ◆ It provides additional content to increase your enjoyment of Pokémon X and Pokémon Y and is completely optional. It does not affect the progression of the main story in any way.
- ◆ Using Game Sync uploads a portion of your save data to the Pokémon Global Link.

If you continue getting connection errors, check the error code and try one of the following.

- Error Codes:
090-0200 - 090-0211
These error codes indicate a problem with the Pokémon Global Link site or with the server which authenticates codes. For help with these error codes, please check the PGL website at <http://pokemon.com/PGL> or visit the Pokémon customer support website at <http://pokemon.com/support>.
- Other Error Codes
Please refer to the instructions on the screen.

Before you begin, read Getting Ready (Local Play) (page 25) and Getting Ready (Internet) (page 26). You can enter text freely in your Shout-Outs and on your Profile. Please do not enter anything that could make others feel uncomfortable.

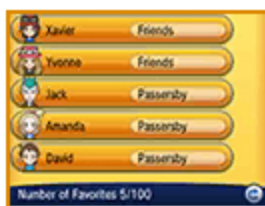
Shout-Out (Local Play)  / (Internet) 



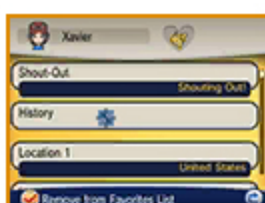
Messages will be sent to everyone on the PSS.

◆ Shout-Out messages will not be sent to players who have chosen to disable communications in their PSS settings (p. 13).

Favorites List (Local Play)  / (Internet) 



View the profiles of people registered in your Favorites List. You can register up to 100 people. To register someone on your Favorites List, choose a player icon from the PSS screen, and then select that person's name on the next screen to appear. On his or her profile screen, select Add to Favorites List.



Profile (Local Play)  / (Internet) 

You can edit your profile, which will appear on the PSS, and pick a message that will be seen by everyone on the PSS.



Tap your own name, and you can change the icon that you use on the PSS. You can also use an image or photo saved on your SD Card as your profile image. Please do not use a photo or image that includes personally identifying information or content that could make others feel uncomfortable.

◆ Images and photos will be shown only to Friends registered to your friend list.



Getting Ready (Local Play)



This software supports multiplayer games via wireless communication. With Local Play, you can enjoy battling (page 14), trading (page 15), and Game Chat (page 18) with players nearby. You can also share your Trainer PR Video (page 19), O-Powers (page 20), and Shout-Out messages (page 24). Each player must have a copy of the software.

You Will Need:

- One Nintendo 3DS system per player (up to 4)
- One copy of Pokémon X or Pokémon Y per player (up to 4)

● Connection Procedures

Please view the relevant page for each feature for more details on how to begin playing.



Getting Ready (Internet)



Use the Internet for battling (page 14), trading (page 15), Battle Spot (page 16), Wonder Trade (page 17), and Game Chat (page 18)! Plus you can share your Trainer PR Video (page 19), O-Powers (page 20), and Shout-Out messages (page 24), as well as linking up to the GTS (page 22) and Game Sync (page 23)!

◆ Refer to your Operations Manual for information about connecting your system to the Internet.

📦 You Will Need:

- One Nintendo 3DS system per player (up to 4)
- One copy of the Pokémon X or Pokémon Y software per player (up to 4)

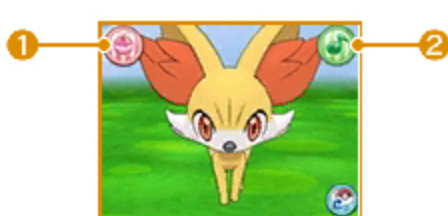
Please view the relevant page for each feature for more details on how to begin playing.

From the field screen, tap ◀ or ▶ to switch to Pokémon-Amie on the lower screen. Pokémon-Amie brings you even closer to your favorite Pokémon. Pick one of the Pokémon from your party, and you can play together whenever you'd like.

If you touch the Pokémon shown in the lower screen during Pokémon-Amie, the following screen will be displayed.



Play



Play with your chosen Pokémon here. By sliding your stylus across the screen, you can stroke your Pokémon.

1 Poké Puffs

Feed hungry Pokémon Poké Puffs! Select a Poké Puff, and slide it across the screen with your stylus to where the Pokémon might take a bite—then see what happens!

2 Minigames

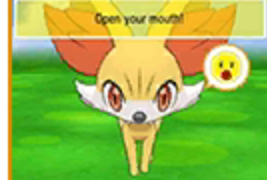
If you have three Pokémon ready for battle in your party, you may play minigames with them. The types of Poké Puffs you receive will vary based on your results.

3 Making Faces



1 When your Pokémon is looking at you, 😊 will appear on the lower screen.

2 When you see the 😊 icon, making different faces will launch the Making Faces game.



3 Instructions will appear in a small bubble near your Pokémon's face, along with icons to show what expressions your Pokémon wants to see. Turn toward your Pokémon, and try to make the faces it requests. If your Pokémon is happy with your performance, you will have succeeded.

Making Faces uses your Nintendo 3DS system's inner camera. Please follow these directions to help the camera successfully detect your expressions:

- Play in a well-lit area.
- Keep your Nintendo 3DS system about a foot from your face.
- When tilting your head to the side, hold your Nintendo 3DS level, so it does not tilt.
- Pull your hair away from your face so that your eyebrows are visible.
- Remove any eyewear.

Decorate

You can change the wallpaper and decorations in your Pokémon-Amie space.

Switch

Switch which Pokémon you are playing with in Pokémon-Amie.

From the field screen, tap ◀ or ▶ on the lower screen to switch to Super Training. Now your Pokémon can take part in Super Training, a competitive sport and training game, or Core Training, where your Pokémon can pound away at training bags.

Core Training Screen

After choosing a training bag, tap the screen to make your Pokémon strike the training bag. By working at Core Training, your Pokémon can reap a variety of benefits, such as raising its base stats or gaining useful advantages in its next Super-Training Regimen.

If you don't actively tap the screen, your Pokémon will still hit the training bag once per minute.



1 Super Training

Play a competitive sports-style training game. Win the game to receive useful items for training and increase the base stats of your Pokémon.

2 Choose a Training Bag

Select a training bag for your Pokémon to use.

3 Current Team

Select a Pokémon from your current team to train.

4 Effort-o-Meter

Check the progress of your Pokémon's training on its Effort-o-Meter. Green represents the relative stat levels for a given kind of Pokémon, while yellow shows how much your own Pokémon has improved each of its base stats. The bar on the right shows your Pokémon's overall progress in raising its stats. Fill this bar to the top, and your Pokémon will be a Fully Trained Pokémon!

5 Shots

Shows the type of shot your Pokémon will use during Super Training. There are five different shot types.

Super Training Screen



1 Score

Your score increases when you get shots into the goals in front of Balloon Bots. If points scored equals the number on the right, you win the game and your training is complete. If any of the Balloon Bot's shots go into your Pokémon's goal, though, your score drops. You can block opponents' shots by pressing □.

2 Balloon Bot's Goal

3 Your Pokémon's Goal

4 Energy Meter

Your Pokémon accumulates energy over time. If you fire a shot when your Pokémon has enough energy, that shot is a powered-up Energy Shot. Both the colors and special features of Energy Shots differ for different kinds of Pokémon.

5 Timer

When time runs out, your Super-Training Regimen is over!



6 Sight

Slide your stylus across the screen, and the sight on the top screen will mirror your movements. Tap the screen to release a shot.

7 Retire Button

Tap this button twice, and you can exit Super Training immediately.

Nintendo Customer Service
SUPPORT.NINTENDO.COM

USA/Canada:
1-800-255-3700

Latin America/Caribbean:
(001) 425-558-7078

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